field notes

TEEN
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CONTENT RATED BY
ESRB

eidos

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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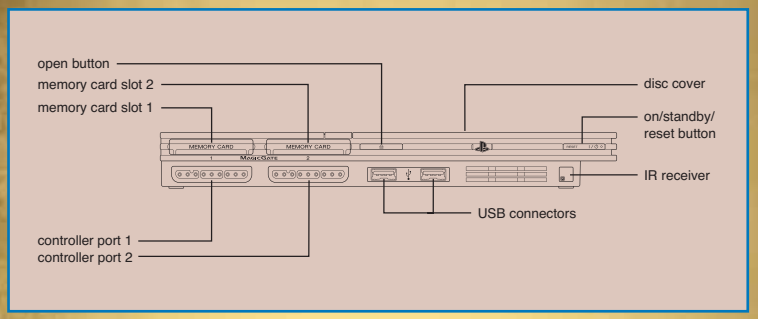
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the TOMB RAIDER: LEGEND™ *disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.*

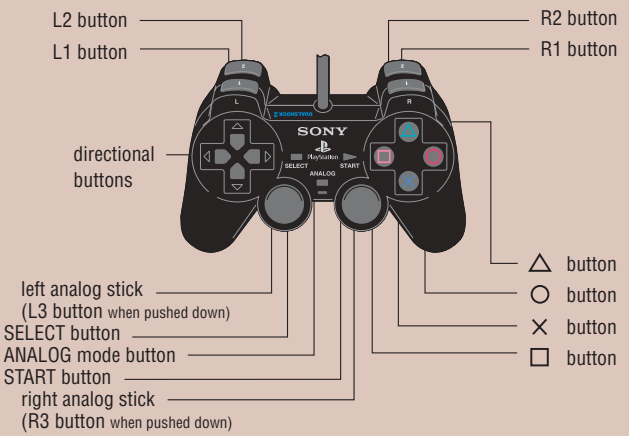
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before powering on the system. At least 155KB of free space on the memory card is required to save game data.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card or from any memory card containing previously saved TOMB RAIDER: LEGEND™ *games.*

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. When the vibration function is ON, the controller will vibrate in response to game events. You can reconfigure the controls and toggle the vibration function ON/OFF in Options mode (page 6).

NOTE: All controls used in this manual are the default controls.

MENU CONTROLS

You can select and adjust options from the Main Menu and from the in-game Pause menu (press the START button during play to pause).

- *Use the directional buttons to view and cycle through the game options.*
- *Press the ✕ button to select an option, change a current option, confirm any changes made or progress to the next screen.*
- *Press the △ button in a submenu to return to the previous screen.*

NOTE: See pages 5-7 for a list of game options.

LARA

At the age of nine, Lara survived a plane crash in the Himalayan mountains that led to the death of her mother. After miraculously surviving a ten-day solo trek from the crash site to Kathmandu, she spent the rest of her childhood under the close tutelage of her archeologist father – the late Earl of Abbingdon, Richard Croft.

At the age of 18, after the death of her father, Lara inherited the Croft estates and became Countess of Abbingdon. Since then she has been credited with the discovery of some 16 archeological sites of international significance.

Lara Croft has been hailed both as an Archeological Wunderkind and a glorified Treasure Hunter, depending on whom you listen to. There are thousands of rumors surrounding Lara's exploits, invariably involving the unexplained or outright unbelievable. Lady Croft herself is rarely available for comment, which further adds to the fog of mystery that surrounds her life and work.

Consequently, Lara Croft continues to be the focus of wild speculation and intense debate. Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our times.

MAIN MENU

START GAME

Start a new game. If saved data is present on your memory card, this option changes to RESUME GAME and resumes play from the last save.

LOAD

- NEW GAME — Start a new game.
- LOAD GAME — Displays a list of saved games. Select a save and press the ⊗ button to load it.
- LOAD LEVEL — Displays a list of completed levels (present in the loaded save). Replay these levels to collect rewards, play in different difficulty modes, or attempt a Time Trial.

CROFT MANOR

You can visit Lara's expansive manor via the Main Menu throughout the game. However, to gain full access you must have a saved game containing at least one completed mission. Only then will all the Manor's secrets become approachable for you to discover.

OPTIONS

Press the left analog stick or directional buttons ⬆/⬇ to select an option and ⬅/➡ to change the setting. Press the ⊗ button to confirm your Options changes, or press the △ button to return to the Main Menu without change.

- SOUND — Adjust the volume of MUSIC, SFX and VOICE VOLUME.
- DISPLAY — Use the Display Menu to adjust the following options:

SUBTITLES	Set subtitles ON/OFF or to your preferred language.
SCREEN POSITION U/D	Use the slide bar to adjust the screen position up/down.
SCREEN POSITION L/R	Use the slide bar to adjust the screen position left/right.
WIDESCREEN	Turn ON/OFF. Selecting ON enables a widescreen 16:9 aspect ratio image.
PROGRESSIVE SCAN MODE	Turn ON/OFF. Selecting ON switches to a 525p image. Progressive scan offers higher-quality pictures but requires a screen that supports this feature.

OPTIONS continued

- **CAMERA** — *Set the following camera options to* YES *or* NO*:*
  - INVERT X-AXIS
  - INVERT Y-AXIS
  - AIM & BINOCS INVERT X-AXIS
  - AIM & BINOCS INVERT Y-AXIS
- **CONTROL** — *Set the following control option:*
  - CONTROLLER CONFIGURATION — *Select* DEFAULT, ALTERNATIVE 1, ALTERNATIVE 2 *or* ALTERNATIVE 3.

  Then choose from the following (for any control option):
  - COMBAT MODE — *Select* STANDARD, ADVANCED HOLD, *or* ADVANCED TOGGLE.
  - VIBRATION — *Select* ON *or* OFF.
- **CALIBRATION** — *Press the left analog stick* ⬅/➡ *to adjust the screen* BRIGHTNESS *and* CONTRAST.

EXTRAS

Access information and bonus content within TOMB RAIDER: LEGEND™. *By completing levels and collecting rewards along the way, you will unlock items that you can then select and view here.*

DIFFICULTY LEVELS/SCREEN MODES

When you start a new game, you'll be prompted to select a difficulty level and set two screen options:

- **DIFFICULTY** — *Choose* EXPLORER *(easy),* ADVENTURER *(medium) or* TOMB RAIDER *(hard).*
- **WIDESCREEN** — *Turn* ON/OFF. *Selecting ON enables a widescreen 16:9 aspect ratio image.*
- **PROGRESSIVE SCAN** — *Turn* ON/OFF. *Selecting ON switches to a 525p image. Progressive scan offers higher-quality pictures than does interlaced scan, but requires a screen that supports this feature.*

NOTE: Once you make your screen mode selections, you will not be prompted again unless you start a New Game. However, you can change these options at any time from the Pause Menu/Options Menu (press the ▶ START *button to pause the game and select* OPTIONS*).*

SAVING AND LOADING THE GAME

Press the START button during play to display the Pause Menu; from here you can save your progress and rewards and load a saved game.

SAVING YOUR PROGRESS

Every game level has several checkpoints to pass. The word CHECKPOINT will appear in the bottom right of the screen to inform you when Lara has passed a checkpoint. This is a good place to save your progress. Press the START button to access the Pause Menu and select SAVE. from here you can choose to create a new save game or overwrite an existing save.

You can also save between checkpoints, but Lara will always appear at the most recently saved checkpoint when a save is loaded again.

NOTE: There is no automatic save when you leave the game. However, if Lara dies during a game, she automatically restarts at the last checkpoint passed, regardless of whether or not you saved there. If you quit the game without saving, you lose all progress since the last saved checkpoint.

SAVING REWARDS

When you replay a previously completed level, you will have the option to select SAVE REWARDS to save any collected rewards to your current game.

LOADING A SAVED GAME

You can load any saved game on your memory card from the Main Menu or from the in-game Pause Menu. Select LOAD, then choose a save from one of the four save slots. If data is present, details of the save will be shown at screen right. Press the ✕ button to load and resume that game.

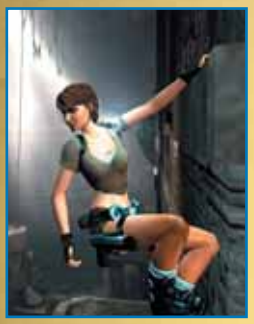
If you have a save that was created at the end of the game, you cannot load it during gameplay. Instead, you can revisit any part of the game via the LOAD LEVEL option (page 5) in the Main Menu.

NOTE: If you're using save files that were copied from one memory card to another, the save file MOST RECENTLY copied becomes your "current" save, and will be selected when you choose RESUME GAME, even if this save data does not represent the most up-to-date game progress.

CONTROLLING LARA

The controls shown in this section are default. You can view all the CONTROLLER CONFIGURATION settings (page 6) in the Options Menu.

MOVEMENT CONTROLS



left analog stick	Movement: Sneak, Walk and Run.
○ button	Crouch/Roll.
△ button	Interact/Action: while standing next to objects or vehicles. Pick up new weapon: when standing over weapon. Safety Grab: prevent Lara from falling from ledges.
✕ button	Jump. Hold button to jump farther.
right analog stick	Rotate camera.
L2 button	Reset camera angle and view HUD (page 13).

SWIMMING CONTROLS

left analog stick	Swim left, right, forward.
○ button	Dive. Hold button to dive deeper.
△ button	Interact/Action/Pick up rewards. Fast Stroke.
✕ button	Swim toward the surface/ Surface.
right analog stick	Rotate camera.

NOTE: When Lara is swimming underwater, her air meter slowly drains. If it runs out, Lara will start to take damage to her standard health bar (page 13). If Lara does not surface for air in time, she will drown.

COMBAT AND ITEM CONTROLS

R1 button	Fire.
R2 button	Throw grenade/flare.
R3 button	Accurate Aim Mode: toggle.
L1 button	Combat Mode lock-on.
L2 button	Realign camera behind Lara.
▢ button	Throw grapple.
△ button	Pull grapple/Interact with environmental targets (explosive barrels, etc.).
directional pad	↑ Use health pack. ↓ Switch weapons. ← Personal Light Source (PLS) on/off. → Binoculars. Activate the RAD (page 15) by pressing the △ button in Binocular view.

DRIVING CONTROLS

left analog stick	Steer.
✕ button	Accelerate.
▢ button	Brake/Reverse.
R1 button	Fire weapon.
L1 button	Select target.
△ button	Shoot Hazard target.
directional pad	↑ Use health pack.
right analog stick	Rotate camera.

COMBAT

COMBAT STRATEGIES

In combat, always remember these two key elements:

- **KEEP MOVING**
  Keeping Lara moving is the most important factor in combat; her continually changing position slows the enemy's advance. A moving target is much harder to hit than a static one.
- **MANIPULATE THE ENVIRONMENT**
  Constantly check for objects in the environment that Lara can manipulate to her advantage. For example, she can thwart enemies by blocking paths, collapsing structures, detonating nearby explosives and releasing obstacles.

AIMING AND FIRING CONTROLS

L1 button	Lock-on target.
R1 button	Fire weapon.
right analog stick	Change target: flick ↑/↓/←/→ during lock-on.
L1 button (hold) + R2 button	Throw grenade at target.
R2 button	Grenade free throw: hold button for distance.

MELEE ATTACKS

- **SLIDE ATTACK** — Target enemies while running toward them, then press the ○ button to slide. Lara slides into enemies, knocking them off balance and setting them up for her guns.
- **AERIAL ATTACK** — Press the ✕ button twice when close to the enemy. With the first press, Lara jumps at an enemy. As she lands on the enemy, press the ✕ button again to activate slow time, then immediately press the R1 button to fire, shooting the target.
- **POWER KICK** — Hold the L1 button and press the △ button to kick the target enemy away with Lara's boot.
- **GRAPPLE** — Hold the L1 button and press the ▢ button to use Lara's grapple to pull enemies toward her and inflict some damage.

NOTE: Melee attacks are ineffective against animal enemies.

DEFENSIVE COMBAT CONTROLS

While Lara is locked-on to a target, she can perform various maneuvers to avoid enemy attacks.

- ROLL — *Hold the L1 button, press the left analog stick in any direction, then press the ◯ button.*
- FLIP — *Hold the L1 button, press the left analog stick in any direction, then press the ✕ button.*

TARGETING

The targeting reticle will appear when a target is within sight. The color of the reticle changes to indicate the target status:

- GRAY RETICLE — *Target is out of range.*
- RED RETICLE — *Target is within rage at the current distance.*
- BLUE RETICLE — *Target can be grappled.*

TIP: If the target is within distance but off-screen, an arrow appears showing the direction of the target's location.

HUD (Head's-Up Display)

WEAPONS, ITEMS AND HEALTH

- HEALTH BAR — *The health bar gauge displays Lara's current health level. When Lara's health gets dangerously low, you need to replenish it using a health pack (page 14) if available.*
- USE ITEMS — *(PLS, Health Pack, Binoculars) To use an item or gadget from Lara's inventory, press the corresponding direction on the* directional buttons*:*
  - ⬆ *Health pack (use)*
  - ⬇ *Switch weapons (toggle)*
  - ⬅ *PLS (on/off)*
  - ➡ *Binoculars (on/off)*

PDA

The PDA is Lara's automatic data capture and wireless communication device. It holds all of her mission data and real time objective and equipment information. Press the SELECT button to access Lara's PDA, which displays the following data:

- **OBJECTIVES** — *Provides Lara with information on her current objectives and overall mission objectives.*
- **DATA** — *Provides information for completed missions, and allows you to keep a tally of rewards collected while playing the missions.*

COMPLETION TIME	*Records your fastest time for the Mission.*
COMPLETED TIME TRIAL	*Yes/No.*
GOLD REWARDS	*Shows number collected and total rewards available (of each type) in the Mission.*
SILVER REWARDS	*Shows number collected and total rewards available (of each type) in the Mission.*
BRONZE REWARDS	*Shows number collected and total rewards available (of each type) in the Mission.*

- **GEAR** — *Provides Lara with information on all her inventory. Here you can view stats and descriptions of each weapon and item Lara has.*

EQUIPMENT

HEALTH PACK

A staple of the rough-and-rugged adventurer, health packs allow Lara to treat her injuries in the field.

NOTE: Lara can carry a maximum of three health packs.

PERSONAL LIGHT SOURCE (PLS)

Ultra-bright LED portable light source. Kinetically charged, the PLS shines for a limited time before shutting off to recharge.

MAGNETIC GRAPPLE

Using her grapple, Lara can manipulate objects from a distance, climb or drop to different heights, and swing across large gaps. The grapple consists of a magnetic grapple head that can latch onto discrete, visually distinct surfaces, plus a lengthy wire and an automatic recoiler.

NOTE: The grapple can only be used on specific shiny metallic surfaces.

BINOCULARS/REMOTE ANALYSIS DEVICE (RAD)

The RAD, a pair of high-tech lenses in Lara's inventory, perform the following functions:

- **BINOCULARS** — *Magnify the image in the field of view.*
- **RAD MODE** — *Analyze and provide a readout for objects in view that have significant archeological or technological interest. Data collected include:*

CHEMICALLY UNSTABLE	*Object explodes given the right impulse.*
TECHNICAL	*Object is part of machinery large or small, ancient or modern, electronic or physical.*
MOVABLE	*Object can be moved, either with direct Lara interaction or by other means.*
PHYSICALLY UNSTABLE	*Object can be made to topple or break.*

USING THE BINOCULARS/RAD

- *Press the left analog stick ➡ to activate the binoculars. (Press again to deactivate.) Press and hold the R1 or L1 button to zoom in or out.*
- *Press the △ button to activate RAD mode. (Press again to deactivate.)*

REWARDS

Throughout Lara's archeological adventure, various artifacts and relics become available for discovery and collection. Collecting rewards opens up bonus content and extra features such as outfits (which you can view in Croft Manor), pistol upgrades, concept art and much more. Make sure Lara scours the environment thoroughly.

Each mission has a number of different types of collectables:

- BRONZE REWARDS — *Informational content.*
- SILVER REWARDS — *Game content.*
- GOLD REWARDS — *Special game rewards.*

NOTE: The most valuable unlockables are only obtained by collecting a combination of all three reward types. When each level is complete, you will be notified about which type of reward(s) you have managed to unlock. Select EXTRAS *from the Main Menu to view and select your rewards.*

TIP: Select LEVEL LOAD *from the Main Menu to replay completed missions and pick up missed rewards.*

CREDITS

DEVELOPMENT TEAM

Senior Producer
Matthew Guzenda

Producer
Morgan Gray

Production Staff
Alex Jones, Lulu LaMer, Elio Rutigliano, Rosaura Sandoval, Nate Schaumberg

Additional Production
David Baker, Juli Logemann

PROGRAMMING STAFF

Technical Director
Jason Bell

Lead Programmer
Rob Pavey

Player Character Lead Programmer
Gary Snethen

Senior Programmers
Scott Krotz, Erin Catto

Programmers
Joshua Criz, Darrell Dennies, Matthew Gaston, Sean Gugler, Komei Harada, Anne-Lise Hassenklover, Andrew Hynek, David Modiano, Hong Park, Stephen Perez, Sean Skelton, Anthony Thibault

Additional Programming
Dan Archard, Stanislav Baranov, Michael Davies, Nathan Frost, Mike Gonzales, Joel Hunter, Ted Johnson, Thomas Mayer, Matthew McKinnon, Paul Taylor, Meilin Wong

Scripting
Tom Fong, Brad Johnson, Josie Nutter, Matt Roberts

ART STAFF

Art Director
Jacob Wendler

Lead Artists
Jason Botta, Drew Medina

Artists
Matthew Abbott, Lucas Aceituno, Scott Anderson, Matt Bein, Jim Conrad, Chris Gregory, Yaroslav Grabovskyy, Yu Gu, Jeff Johnsrude, Justin Lamperski, Freddie Lee, Shao Wei Liu, Dan Neuberger, Ross Patel, Kristen Russell, Patrick Sirk, Caleb Strauss, Chris Strugill, Andrew Wood

Visual Effects Lead
Gavin Wood

Environment Concept Art
Joel Boucquemont, Bill Stoneham

Lara Design & Creative Consultant
Toby Gard

Lead Character Designer
Kam Yu

Lead Character Artist
Daniel Cabuco

Character Artists
Chris Anderson, David Gustlin

Lead Animators
Brandon Fernández, Jeff Wilcox

Animators
Ryan Goldsberry, Ben Harrison, Barry Nardone, Michael Smith, Jake Spence

Animation Intern
Shaun Budhram

DESIGN STAFF

Lead Designer
Riley Cooper

Assistant Lead Designer
Harley Baldwin

Lead Level Designer
Martin Dufour

Designers
Jeremy Bredow, John Dumala, Steve Goodale, Jesse Johansen, Kyle Mannerberg, Darren Mckinsey, Matt McManus, Stephen McManus, Jon Vosovic, Jason Weesner, Steve Yoshimura

Story Designer
Eric Lindstrom

Dialogue Writer
Aaron Vanian

AUDIO STAFF

Music Composed by
Troels B. Folmann

Audio Engineer
Karl Gallagher

Sound Designer
Mike Peaslee

Junior Sound Engineer
Gregg Stephens

Creative Services Director
David Goodwine

Title Sequence Created by
Jake Hughes

AV Support
Estuardo Sandoval

AV Interns
Rick Gilliland, Jae Shin

Playtest Coordinator
Daniel Atkins

Original Design
Doug Church

Voice Acting
Lara Croft ..... Keeley Hawes
Zip ..... Alex Desert
Alistair ..... Greg Ellis
Winston ..... Alan Shearman
Amanda ..... Kath Soucie
Anaya ..... Melissa Lloyd
Rutland ..... Rino Romano
Nishimura ..... Paul Nakauchi
Takamoto ..... Michael Hagiwara
Narrator ..... Alister Duncan
Archeologist (Kent) ..... Alister Duncan
Lady Croft ..... Eve Karpff
Child Lara ..... Charlotte Sparey

Voice Director (UK)
Jonathan Ashley

Voice Director (US)
Kris Zimmerman

Voice Consultant (UK)
Andy Emery

Voice Consultant
Gordon Hunt

SPECIAL THANKS

Joe Allen, Marianne Arotzarena, Eric Beerbaum, Kim Chew, Rolef Conlan, Patrick Connor, Rusty Drake, Mike Ellis, Jennifer Fernández, Rutherford Gong, Austin Grossman, Jon Guilford, Jim Hedges, David Hong, Noor Khawaja, Sam Kolb, Richard Lemarchand, Art Matsuura, Martin McDonald, Billy Mitchell, Robert Quattlebaum, Calvin Rein, Cory Ringdahl, Andre Rodriguez, Sally Short, Ian Slutz, John Spinale, Alex Vaughan, Brian Venturi, Mark Wilhelm, Salami Studios (US), Side (UK), Everyone at Crystal Dynamics for their support!

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CRYSTAL DYNAMICS

General Manager
Sean Vesce

Director of Production
Graeme Bayless

Director of Design
Noah Hughes

Director of Technology
John Pursey

Director of Art
Darrell Gallagher

Quality Assurance Manager
Chris Bruno

Lead Tester
Benny Ventura

Platform Leads
Bill Gahr, John Hsia, Daniel Kim, Oliver Villa Piega

Testers
David Pogan, John Allen, Flynn O'Hare, Bryan Enriquez

EIDOS UK

CEO
Jane Cavanagh

Commercial Director
Bill Ennis

Financial Director
Rob Murphy

Company Secretary
Anthony Price

Head of European Publishing
Scott Dodkins

Product Acquisition Director
Ian Livingstone

Worldwide CTO
Julien Merceron

Development Director
Darren Barnett

Senior Producer
Greg Hounsom

Creative Development Director
Patrick O'Luanaigh

Executive Designer
Dax Ginn

Head of Global Brand
Larry Sparks

Senior Brand Manager
Matt Gorman

Brand Manager
Alex Price

Head of Support Services
Flavia Timiani

Senior Localisation Manager
Monica Dalla Valle

Localisation Manager
Guillaume Mahouin

Creative Manager
Quinton Luck

Senior Designer
Jodie Brock

Designer
Philippa Pratley

QA Manager
Marc Titheridge

QA Supervisor
Dave Pettit

QA Lead Technicians
Richard Abbott, Tyrone O'Neill, Andrew Standen, Anthony Wicker, George Wright

QA Technicians
Dominic Andoh, Sam Beard, Warren Beckett, Neil Delderfield, Jonathan Fuguet, James Hinchliffe, Hugo Hirsh, Alistair Hutchison, David Klein, Daniel Mills, Mark Parker, Garth Philip, Matthew Poon, Jonathon Redington, David Sangan, Daniel Webster

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EIDOS US

CEO & President, Eidos North America
Bill Gardner

Executive Vice President of Sales & Marketing
Robert Lindsey

Vice President of Legal & Business Affairs
James O'Riordan

Vice President of Finance
Malcolm Dunne

Vice President of Human Resources
Edie Dykstra

National Sales Manager
Joe Morici

Global Brand Manager
Matt Gorman

Associate Marketing Manager
Mike Schmitt

Director of Public Relations
Michelle Seebach Curran

Public Relations Manager
Tali Fischer

Senior Public Relations Manager
Loretta Stevens

Online Community Specialist
Matt Dalghren

Channel Marketing Manager
Janty Sumimoto

Senior Channel Marketing Specialist
Ilana Budanitsky

Channel Marketing Coordinator
Rafal Dudziec

Director of Marketing Communications
Stephanie Lipetzky

Web Producer
Roderick van Gelder

Web Designer
Boon Khoo

Creative Services Project Manager
Eileen Buenviaje

Media Specialist
Micheal Tran

Graphic Designer
James Song

Events Specialist
Annie Meltzer

Music Licensing
Kevin Gill

Publishing Support Coordinator
Clint Waasted

Operations Manager
Gregory Wu

Senior External Producer
Nick Goldsworthy

Associate Manager of Product Operations
Colby McCracken

Quality Assurance/Customer Service Manager
Mark Cartwright

QA Supervisors
Dan Franklin, Aaron Safronoff

Lead QA Technician
Elizabeth Rutlin

Assistant Lead QA Technicians
David Bushee, John Hayes

Quality Assurance Technicians
Katie Bieringer, Jonathan Brown, Richard Campbell, Nicholas Cooprider, Ergin Dervisoglu, Wil Dimas, Kip Ernst, Joe Greer, Stephanie Greer, Richard Hartzell, Mackenzie Hume, Nick Jacobson, Jason Johnson, Aaron Keillor, Erik Kennedy, Chester Lee, Jeff Lowe, Nicholas Lutz, Peter Panagiotis, Tony Perata, Joshua Pfeiffer, Brandon Reed, Matthew Trudell, Clint Waasted

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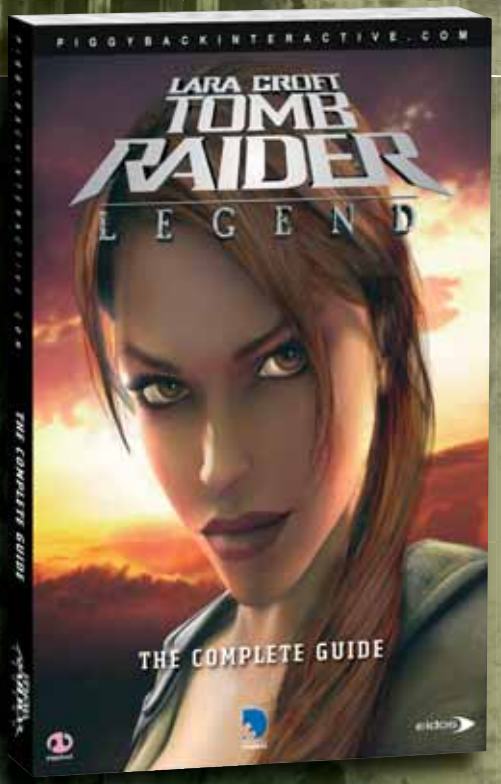

Six months in the making, and designed with exclusive insight and assistance from the Crystal Dynamics development team, Tomb Raider Legend - The Complete Guide is an essential companion for those who would like to enjoy Lara's latest adventure to its fullest.

Key Features:

- **Unique two-speed walkthrough** enables players to either find hints as required, or follow step-by-step guidance
- **Comprehensive "Secrets" chapter:** discover the location of every single Gold, Silver and Bronze Reward, and learn about the bonus features they unlock
- **How to master control of Lara**, with every move explained and explored
- **Dozens of detailed annotated maps** provide an at-a-glance guide to every locale Lara visits
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